RADICA®

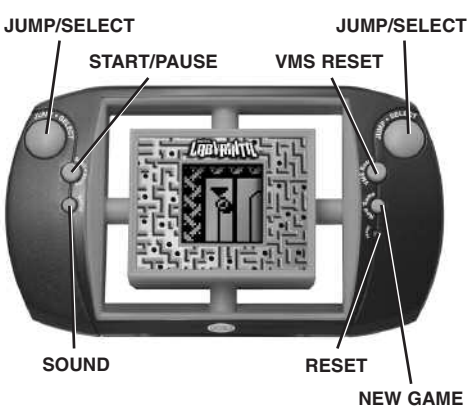
DIGITAL LABYRINTH™

MODEL 76014
For 1 to 2 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82398600 Rev.A

Look out! Quicksand, conveyor belts and trap doors are just a few of the obstacles you'll encounter in Radica® Digital Labyrinth™. Tilt the console to steer your way through a series of challenging mazes, and try to stay one step ahead of the deadly spiders.



BUTTON FUNCTIONS

Jump/Select – Press either button to turn the game on. These buttons will confirm your selection in the Menu Screen. You will also use these buttons to jump over obstacles.

Start/Pause – Press this button to turn the game on. Quickly start a game by pressing this button when the "Get Ready" screen is showing. Use this button to confirm your selection in the menu screens. Pressing this button also pauses game play.

VMS™ Reset - Resets the tilting mechanism.

VMS™ - Digital Labyrinth™ uses Radica's patented VMS Virtual Motion Sensors™. This allows you to tilt the game left, right, forward and backwards to toggle between selections and move during game play.

Reset – Insert a blunt point into the RESET BUTTON to reset the game settings.

CAUTION: Pressing the reset button will erase your high score.

Sound - Controls game volume. Press the Sound button and tilt the console back and forth to scroll up and down through the volume bars. When you are finished, press the Sound button again or the Jump/Select button to confirm your selection. (While in Sound Mode, gameplay is paused.)

PLAYING DIGITAL LABYRINTH™

- Press the Start/Pause button to start the game. You will see a brief animation.
- To bypass the animation and go to the Menu Screen, press the Jump/Select button.
- To bypass the Menu Screen, press the Jump/Select button until you see the "Get Ready" screen. You will play with the default settings (one player, level one, medium volume).

Note: If the game is inactive for 30 seconds, deadly spiders will appear and end your three lives. The game will scroll between the "Game Over" and "High Score" screens for 30 seconds and turn off.

SETTING YOUR GAME PREFERENCES

Once you press the Start/Pause button, set your Game Preferences by toggling through each menu option by pressing the Jump/Select button. Preferences will be displayed in the following order:

Players - Digital Labyrinth™ can be played by one or two players.

- Tilt the console to the left and to the right to select one or two players. The current selection will become highlighted.
- Press the Jump/Select button to lock in your selection.

Level the Unit – Level the unit so that the VMS™ will calibrate for accurate game play.

Select Level – There are twenty game levels, gradually increasing in difficulty.

- Tilt the console to the left and to the right to select your game level. The selected level will become highlighted.
- Press the Jump/Select button to confirm your selection.

NOTE: If there is no activity on the brief animation screen for about 30 seconds, the game will turn off. Press the Jump/Select or Start/Pause buttons to turn the game back on.

MAZES

Digital Labyrinth™ features four mazes. After completing the fourth maze, you will return to the first maze, but the obstacles in the maze will be moving faster, making each level progressively harder. You will play through the mazes five times, for a total of twenty levels.

NAVIGATING THE MAZE

Steer your ball through the maze by tilting the hand-held console.

- To move the ball forward, tilt the console forward.
- To move the ball backward, tilt the console backward.
- To move the ball to the left, tilt the console to the left.
- To move the ball to the right, tilt the console to the right.

Helpful Hint: Follow the single line in the middle of the maze to make sure your ball is headed in the right direction.

LIVES

Each player starts the game with three lives. If you do not avoid an obstacle, you will lose one of your lives and start back at the beginning of the maze.

OBSTACLES

As you navigate each maze, you will encounter a number of obstacles. You earn points by closely touching each obstacle. Points will flash for the obstacle if you are successful. Steering around an obstacle entirely will not earn you points. You will lose one life for each obstacle you do not avoid.

Hole

Press the Jump/Select button to jump over a Hole. If you fall into a Hole, you will lose one life. You must navigate close to a hole to earn points for that hole.

Trap Door

When you first encounter a Trap Door, it may be closed and invisible. You will have to act quickly to avoid falling into a Trap Door as it opens. A Trap Door can be jumped over or rolled over when completely shut.

- Press the Jump/Select button to jump over a Trap Door.
- If you fall into a Trap Door, you will lose one life.

Hint: If you see a break in the single line, it probably indicates that a trap door exists.

Conveyor Belt

Conveyor Belts move in one direction, scrolling faster in the higher levels. Once your ball comes into contact with a Conveyor Belt, it becomes very hard to navigate.

Quicksand

When you encounter Quicksand, roll over it quickly or your ball will sink.

- You cannot jump when you are on quick-sand.
- If you jump onto quicksand, you will sink into it and lose one life.

Exit Portal
Enter the Exit Portal to receive a bonus and go to the next level.

Spider
Spiders exist in each level and will track you throughout the maze. They cannot travel over maze walls, but can travel over other obstacles.

- You can jump over or steer around a spider to escape, or jump on a Spider to squash it and collect points.
- If your ball touches a Spider, the Spider will capture you and take you out of the maze. You will lose one life.

JUMPING
Some obstacles can be avoided by jumping over them.

- Press the Jump/Select button to jump over a Hole, Trap Door, or a Spider.

FINISHING A LEVEL
There is a porthole at the end of each maze. Steer your ball into the porthole to advance to the next level.

SCORING
Each time you successfully navigate over an obstacle or go into exit portals, you will earn points. (See the Scoring Chart on the back of the game.) Your High Score will be displayed at the end of each game.

PAUSE MODE
When the Pause button is pressed, gameplay will stop for 30 seconds.

- After 30 seconds, the game will turn off.
- To turn the game back on, press Jump/Select button or Start/Pause button. The game will continue back where it was originally paused.

BATTERY REPLACEMENT
Loosen the screw on the back of the game with a screwdriver. Remove the battery compartment door and remove the old batteries. Insert two (2) new "AAA" batteries (we recommend alkaline) as indicated inside the battery compartment. Replace the battery compartment door and tighten the screw. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

CAUTION:
- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product many malfunction and require user to reset the product.**

MAINTENANCE
- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.
Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY
(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA**. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
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US PRODUCT SUPPORT
1.800.803.9611
www.radicagames.com

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